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Jacobs, G.M.;

Consumer Electronics, IEEE Transactions on , Volume: 39 , Issue: 4 , No 1993

Pages:723 - 732

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2 Head-related transfer function modeling in 3-D sound systems with genetic algorithms

Ngai-Man Cheung; Trautmann, S.; Horner, A.;

Acoustics, Speech, and Signal Processing, 1998. ICASSP '98. Proceedings of the 1998 IEEE International Conference on , Volume: 6 , 12-15 May 1998

Pages:3529 - 3532 vol.6

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3 Environmental noise reduction based on speech/non-speech identification for hearing aids

Itoh, K.; Mizushima, M.;

Acoustics, Speech, and Signal Processing, 1997. ICASSP-97., 1997 IEEE International Conference on , Volume: 1 , 21-24 April 1997

Pages:419 - 422 vol.1

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4 A classification scheme for acoustical room responses

Bharitkar, S.; Kyriakakis, C.;

Signal Processing and its Applications, Sixth International, Symposium on
2001 , Volume: 2 , 13-16 Aug. 2001

Pages:671 - 674 vol.2

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Kristof Van Laerhoven , Nicolas Villar , Albrecht Schmidt , Gerd Kortuem , Hans Gellersen
Proceedings of the 5th international conference on Multimodal interfaces
November 2003

This paper presents a low-cost and practical approach to achieve basic input using a tactile cube-shaped object, augmented with a set of sensors, processor, batteries and wireless communication. The algorithm we propose combines a finite state machine model incorporating prior knowledge about the symmetrical structure of the cube, with maximum likelihood estimation using multivariate Gaussians. The claim that the presented solution is cheap, fast and requires few resources, is demonstrated by im ...

2 DVD players 77%

Dave Phillips
Linux Journal December 2003
Volume 2003 Issue 116

Dave compares and tests the best DVD-playingsoftware.

3 From System Specification To Layout: Seamless Top-Down Design 77%

Methods for Analog and Mixed-Signal Applications
R. Sommer , I. Rugen-Herzig , E. Hennig , U. Gatti , P. Malcovati , F. Maloberti , K. Einwich , C. Clauss , P. Schwarz , G. Noessing
Proceedings of the conference on Design, automation and test in Europe March 2002

Deisgn automation for analog/mixed-signal (A/MS) circuits and systems is still lagging behind compared to what has been reached in the digital area.As System-on-Chip (SoC) designs include analog components in more cases, these analog parts become even more a bottle neck in the overall design process.The paper is dedicated to latest R&D activities within the MEDEA+ project ANASTASIA+.Main focus will be the development of seamless top-down design methods for integrated analog and misx-signal syste ...

4 Nomadic radio: speech and audio interaction for contextual messaging in 77%
4 nomadic environments

Nitin Sawhney , Chris Schmandt

ACM Transactions on Computer-Human Interaction (TOCHI) September 2000

Volume 7 Issue 3

Mobile workers need seamless access to communication and information services while on the move. However, current solutions overwhelm users with intrusive interfaces and ambiguous notifications. This article discusses the interaction techniques developed for Nomadic Radio, a wearable computing platform for managing voice and text-based messages in a nomadic environment. Nomadic Radio employs an auditory user interface, which synchronizes speech recognition, speech synthesis, nonspeech audio ...

5 Octopus: embracing the energy efficiency of handheld multimedia 77%
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1 An excitation level based psychoacoustic model for audio compression 80%

Ye Wang , Miikka Vilermo

Proceedings of the seventh ACM international conference on Multimedia (Part 1)

October 1999

This paper describes an excitation level based psychoacoustic model to estimate the simultaneous masking threshold for audio coding. The system has the following stages: 1) a windowing function; 2) a time-to-frequency transformation; 3) an excitation level calculation block similar to that in Moore and Glasberg's loudness model; 4) a correction factor for estimating masking threshold; 5) the inclusion of the absolute masking threshold; 6) the output Signal-to-Masking ratio. We have evaluate ...

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